

## LIMITED WARRANTY

CAPCOM U.S.A., INC. ("CAPCOM") warrants to the original consumer that this game disc from CAPCOM shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, CAPCOM will replace the game disc free of charge.

To receive this warranty service:

1. Notify the CAPCOM Consumer Service Department of the problem requiring warranty service by calling (650) 350-6700. Our Consumer Service Department is in operation from 8:30 a.m. to 5:00 p.m. Pacific Time, Monday through Friday or please visit [shop.capcom.com](http://shop.capcom.com) and click the Support tab at the top of the page.

2. If the CAPCOM service technician is unable to solve the problem by phone, he/she will instruct you to return the game disc to CAPCOM freight prepaid at your own risk of damage or delivery. We recommend sending your game disc certified mail. Please include your sales slip or similar proof of purchase within the 90-day warranty period to:

CAPCOM U.S.A., INC. Consumer Service Department, 185 Berry St., Suite 1200, San Francisco, CA 94107.

This warranty shall not apply if the game disc has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

## REPAIRS AFTER EXPIRATION OF WARRANTY

If the game disc develops a problem after the 90-day warranty period, you may contact the CAPCOM Consumer Service Department at the phone number noted previously. If the CAPCOM service technician is unable to solve the problem by phone, he/she may instruct you to return the defective game disc to CAPCOM freight prepaid at your own risk of damage or delivery, enclosing a check or money order for \$20.00 (U.S. funds) payable to CAPCOM. We recommend sending your game disc certified mail. CAPCOM will replace the game disc subject to the conditions above. If replacement game discs are not available, the defective product will be returned to you and the \$20.00 payment refunded.

## WARRANTY LIMITATIONS

ANY EXPRESS OR IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY DISCLAIMED. IN NO EVENT SHALL CAPCOM BE LIABLE FOR SPECIAL, INDIRECT, CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States and Canada only. Some states and provinces do not allow limitations on how long an implied warranty lasts or exclusions of consequential or incidental damages, so the above limitations and exclusions may not apply to you. This warranty gives you specific legal rights, and you may have other rights, which vary from state to state or province to province.

## ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at [www.esrb.org](http://www.esrb.org).

CAPCOM U.S.A., INC.  
185 Berry St., Suite 1200  
San Francisco, CA 94107

A printable manual for this game can be downloaded from:

[capcom.com/manuals/pwaaifa](http://capcom.com/manuals/pwaaifa)

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NINTENDO DS™



INSTRUCTION BOOKLET

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

#### **Convulsions Altered vision**

#### **Eye or muscle twitching Involuntary movements**

#### **Loss of awareness Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

**THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.**

## Important Legal Information

This Nintendo game is not designed for use with any copying device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E



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SPEECH RECOGNITION ENGINE FROM MATSUSHITA ELECTRIC INDUSTRIAL CO. LTD.



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### A SPECIAL MESSAGE FROM CAPCOM®

Thank you for selecting PHOENIX WRIGHT™: ACE ATTORNEY™ - JUSTICE FOR ALL  
for your Nintendo DS™ system. CAPCOM® is proud to bring you  
this new addition to your video game library.

## ORDER IN THE COURT!

*I'm Phoenix Wright, a semi-famous defense attorney.*

*My clients are always the most desperate of the desperate. But I believe in them. I believe in their innocence 100%!*

*The courtroom is a fierce battleground. The tables are turned time and time again. But there is one thing I am sure of:*

*The truth always reveals itself in the end!*

*All characters, laws, and legal matters in this game are works of fiction.*



# CHARACTERS

## PHOENIX WRIGHT

*A defense attorney who fights with an unflinching sense of justice. Every time he's been in a pinch, he's managed to turn the tables and pull out ahead.*



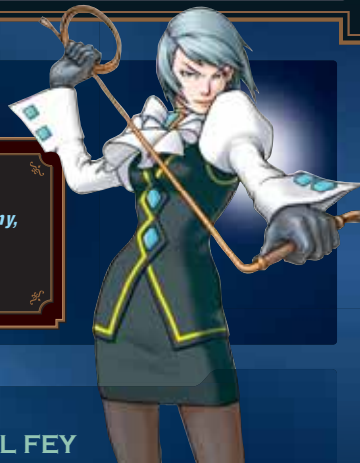
## MAYA FEY

*Through a strange series of coincidences, Maya ended up as Phoenix's assistant. She is a spirit medium, now in training to take on the full responsibilities she will be expected to bear.*



## FRANZISKA VON KARMA

*Franziska is the daughter of prosecuting genius, Manfred von Karma. Born and raised in Germany, she began her prosecuting career at age 13, and is very proud of her perfect win record.*



## PEARL FEY

*A daughter of the Fey Branch family, Pearl possesses great spiritual power. Pearl is Maya's cousin and looks up to her as an older sister.*





## GETTING STARTED

1. With the Nintendo DS™ turned **OFF**, insert the **PHOENIX WRIGHT™: ACE ATTORNEY™ – JUSTICE FOR ALL** Game Card securely into the slot.
2. Turn the system **ON**.
3. When you see the DS Menu, touch **PHOENIX WRIGHT: ACE ATTORNEY – JUSTICE FOR ALL** to load the game.
4. Begin play from the Title screen and Main Menu (turn to page 10).



❑ If your Nintendo DS is set to **Auto-load**, you don't need to go through these steps. (See your Nintendo DS manual for information about **Auto-load**.)

❑ In this manual, screenshots from the Top Screen are bordered in blue, and screenshots from the bottom Touch Screen are bordered in yellow.



## CONTROLS

### USING THE TOUCH SCREEN

You can play this game completely by using the Touch Screen. Touch the panel on the bottom screen to proceed.



#### ▶ PANEL



Touch this panel to scroll through dialog or text.

#### COURT RECORD



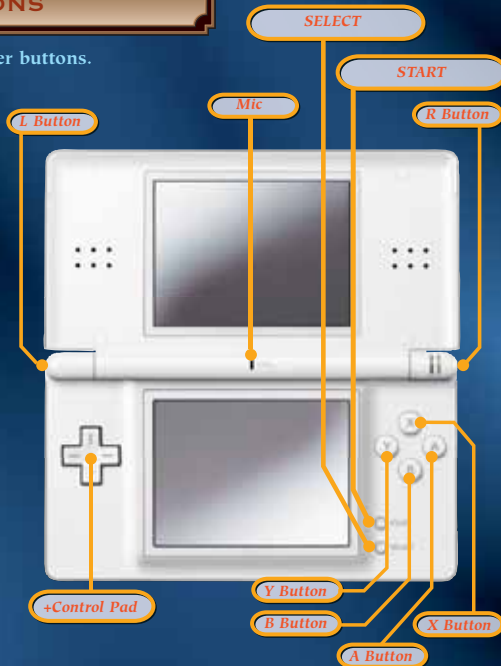
Touch this panel to open the Court Record (see page 14).

## USING THE CONTROLLER BUTTONS

You can also play this game by using the controller buttons.

### IN THE COURTROOM

<b>+Control Pad</b>	Highlight options. Move forward or back through testimonies during questioning.
<b>Y Button</b>	Toggle microphone input.
<b>X Button</b>	Select evidence to present.
<b>A Button</b>	Confirm. Move forward through dialog.
<b>B Button</b>	Cancel. Move back one item.
<b>L Button</b>	Press witness during questioning.
<b>R Button</b>	Present evidence during questioning. Open or cycle through the Court Record.
<b>START</b>	Open the Save screen.



### DETECTIVE WORK

<b>+Control Pad</b>	Highlight options.
<b>Y Button</b>	Toggle microphone input.
<b>X Button</b>	Select evidence to present.
<b>A Button</b>	Confirm. Move forward through dialog.
<b>B Button</b>	Cancel. Move back one item.
<b>L Button</b>	Switch screens when the ◀▶ panel appears.
<b>R Button</b>	Open or cycle through the Court Record.
<b>START</b>	Open the Save screen.





# GETTING INTO THE GAME

## MAIN MENU

At the Title Screen, the Main Menu appears on the lower screen.  
Use the Touch Screen to make your selection and begin play.



### NEW GAME

Start a new game or replay episodes you've played before, starting from the beginning. (Only one episode is available when you start a new game.)



### CONTINUE

Restart from your last save point or from the beginning of the chapter you last quit from.



## GAME FLOW

This game contains four independent episodes. Each episode is divided into chapters, with courtroom sessions and detective work.

### When you solve one case...

You unlock a new case to play.

When you play through episodes you already completed, you can fast-forward through the dialog by touching the ► panel or pressing the B Button. (You may not be able to fast-forward through certain sections.)







# DETECTIVE WORK

The day before the trial, you must investigate the case to gather the evidence you'll need to win the trial. Once you gather enough evidence, you can move on to the next chapter in the episode.

## MAIN SCREEN

On the Main Screen, touch the panel to enter the sub-screen for the command you want. From the sub-screen, select **BACK** to return to the Main Screen.



## EXAMINE

Use the +Control Pad or touch the lower screen to move the cursor around and check various things on screen. When you move the cursor over an item that can be checked, the **EXAMINE** panel appears.



## MOVE

Touch a location to move to it. As the story unfolds, you will be able to move to more places.



## TALK

Choose a topic to discuss. Listen to what a witness has to say. Topics you have already selected are marked with a checkmark. If there are no witnesses around to talk to, this option won't appear.



## PRESENT

Present evidence and profiles you've collected to get information from a witness. If there are no witnesses around, this option won't appear.





## COURT RECORD

Use the Court Record to view the pieces of evidence you've collected. Touch the **PROFILES** panel to view data on persons related to the case. Select **BACK** to close the Court Record.

### EVIDENCE LIST



### EVIDENCE DETAILS



Touch the piece of evidence from the **EVIDENCE LIST** to view **DETAILS** on the item.

## TOGGLE SCREENS



When you see the  panel, touch it (or press the **L Button**) to toggle back and forth between screens.





## PSYCHE-LOCKS



Witnesses hold secrets within their hearts. But through the power of the “Magatama” that you will obtain, you can “see” those secrets. These are known as **Psyche-Locks**. In order to resolve your case, you must break these Locks.

## LOCK SYMBOL

If you hit upon a topic a witness really doesn't want to discuss, one or more **Psyche-Locks** will appear. A lock symbol will appear on a topic that is under Psyche-Lock.



# MAGATAMA

**Present the “Magatama” to the witness to start unlocking the Psyche-Locks. Evidence and profile data will be your weapons in this battle.**

- Present correct pieces of evidence and/or profiles to break the Locks.
- Break all the Locks and new information is yours.



### CAVEAT 1

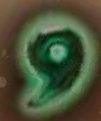
- ▶ Remember how many Locks appear — they tell you how deeply buried this secret is.

## CAVEAT 2

- Be careful when unlocking secrets. Mis-steps will work against you.

### CAVEAT 3

- **Know when to back off.** If you don't have the necessary proof, you'll need the courage to stop.





# COURTROOM

In the courtroom, your job is to prove the defendant innocent and win the case. You'll have to present evidence to the prosecutor and judge, question witnesses, and reveal the lies and inconsistencies.

## QUESTIONING

You will find that many witnesses lie during their testimony. Questioning is your chance to press them and call them on their lies. You can use two commands to get closer to the truth.

### PRESS



Touch the **PRESS** panel to question a part of the witness's testimony. Sometimes the testimony may even change if you intimidate the person, so keep at it until you get to the bottom of things.



Touch this panel to advance or move back through testimony.

## LOOK FOR INCONSISTENCIES

When you see an inconsistency between the testimony and the Court Record, that's your chance to strike back. Present your evidence to the witness and expose that person's lie!



Present evidence and turn the tide of battle in your favor!



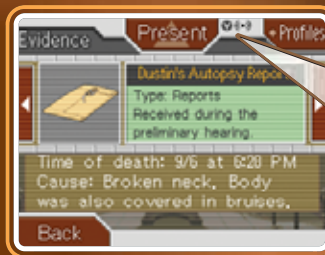
### PRESENT



If you discover an inconsistency in a witness's testimony, touch the **PRESENT** panel to open the Court Record and then select a piece of evidence or profile to press the witness with.

## YELL "OBJECTION!"

You can use your own voice to yell into the microphone while pressing the witness.



When you see the microphone icon on screen, you are free to yell into the mic. Hold the **Y Button** to turn on microphone recognition and yell "**Objection!**"



Your life bar (the Judge's patience) appears in the upper right corner of the screen. Make a mistake and you will lose some life. If your life drops to zero, it's a guilty verdict for your client and a game over for you.



## LOSING LIFE

- ❑ You lose your life if you present a witness with the wrong piece of evidence or profile, or...
- ❑ If you present a wrong piece of evidence or profile during a Psyche-Lock. (You cannot get a Game Over during a Psyche-Lock.)



- ❑ You regain 50% of your total life when you successfully unlock a Psyche-Lock.
- ❑ Your life bar is completely restored when you complete an entire episode.





## SAVING YOUR GAME

### SAVE SCREEN

Press **START** to display the Save screen and save your progress. The next time you start the game you can continue from this point.

- ❑ You can save your progress and quit the game at any time.



### RESET DATA

If you prove your client's innocence in court, you'll complete that episode. Completing an episode unlocks a new episode on the Main Menu.

- ❑ Hold down the **B and R Buttons** at the same time when starting up the game to reset all save data. Be careful: Save data will be erased and cannot be restored.



## LAW LIBRARY

The trial system in this game applies only to PHOENIX WRIGHT™: ACE ATTORNEY™ – JUSTICE FOR ALL, and does not reflect events in real-world courts.



### JUDGE

Controls courtroom and makes final judgment based on cases presented by both defense attorney and prosecutor.

### PROSECUTOR

Submits evidence and calls witnesses to testify in order to prove the defendant's guilt.

### DEFENSE ATTORNEY

Argues against evidence and testimony presented by the prosecution, to prove the defendant's innocence.

### DEFENDANT

Person on trial. Judge rules whether the defendant is guilty or not guilty.





## HINTS



### DETECTION TACTICS

- ☒ Try exploring different areas.
- ☒ Examine different objects.
- ☒ Listen to what people tell you and try out different responses.
- ☒ Press witnesses with different pieces of evidence and profiles.



### COURTROOM STRATEGIES

- ☒ Try intimidating the witness into breaking down.
- ☒ Refer to the Court Record as you question the witnesses.
- ☒ Try responses even if you think they won't work.
- ☒ Ask a friend if you get stuck.





